

Getting to know Zoom

To start, use the chat feature to tell us your name and how you heard about this workshop.

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Robbins Farm Park Playground Renovation

Public Workshop #2

December 19, 2022

Workshop Agenda

1. What We've Heard

2. Conceptual Ideas + Options

The Framework - Variables and Constants

Approach to Variables

Conceptual Options

Constants

3. Discussion / Q & A

We want to hear what you think!

We'll be using breakout rooms to learn more about your thoughts on all the schemes we've prepared.

Our Project Scope | The Playground within the Park



Existing Conditions & Opportunities



16

Vertical feet of elevation change

1:5 / 20%

average slope of hill

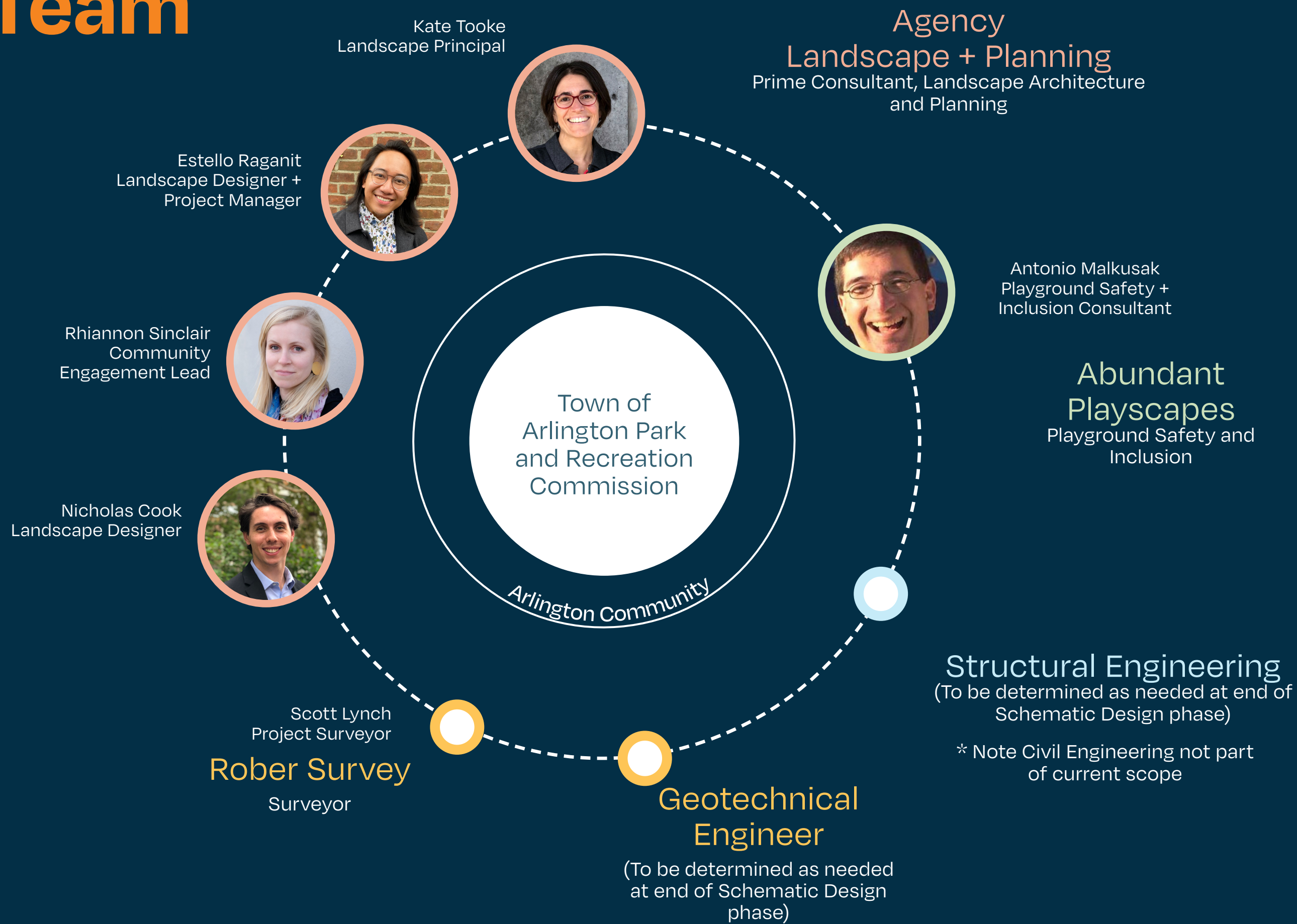
2

mature flowering trees on slope to conserve

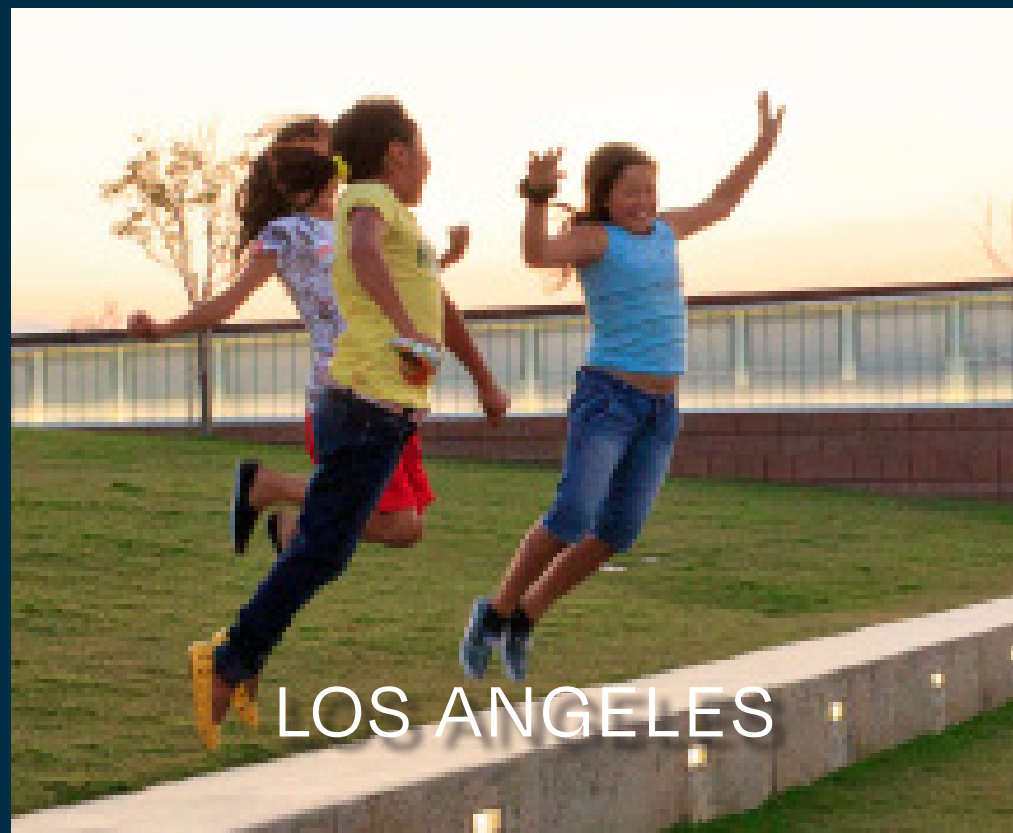
~165 ft.

distance to top of hill via sloped pathways

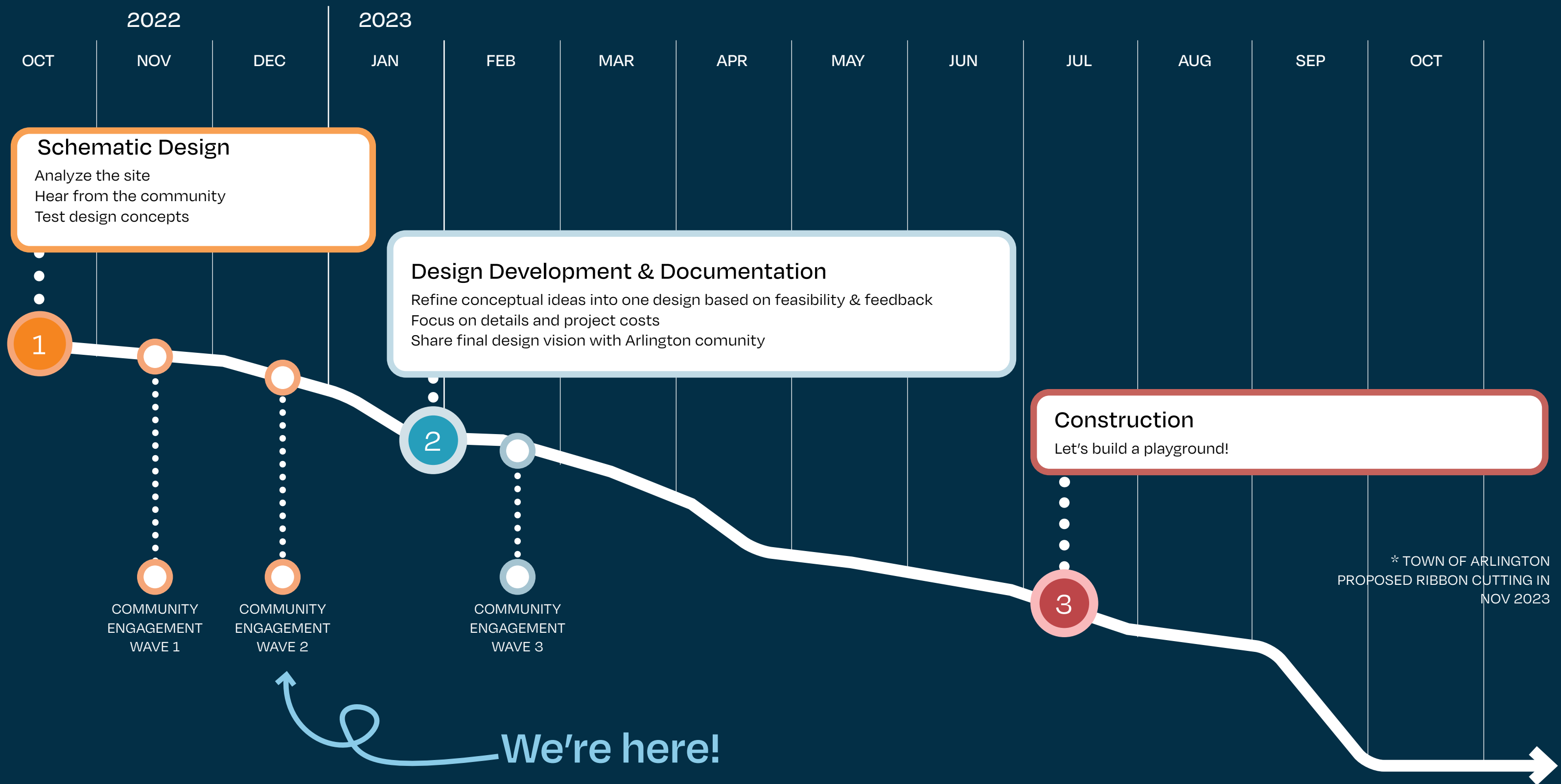
Our Team



We Love Playscapes



Our Schedule + Process



Several Hundred Touchpoints Already!

30+

Visitors at our 11/5
pop-up event

283

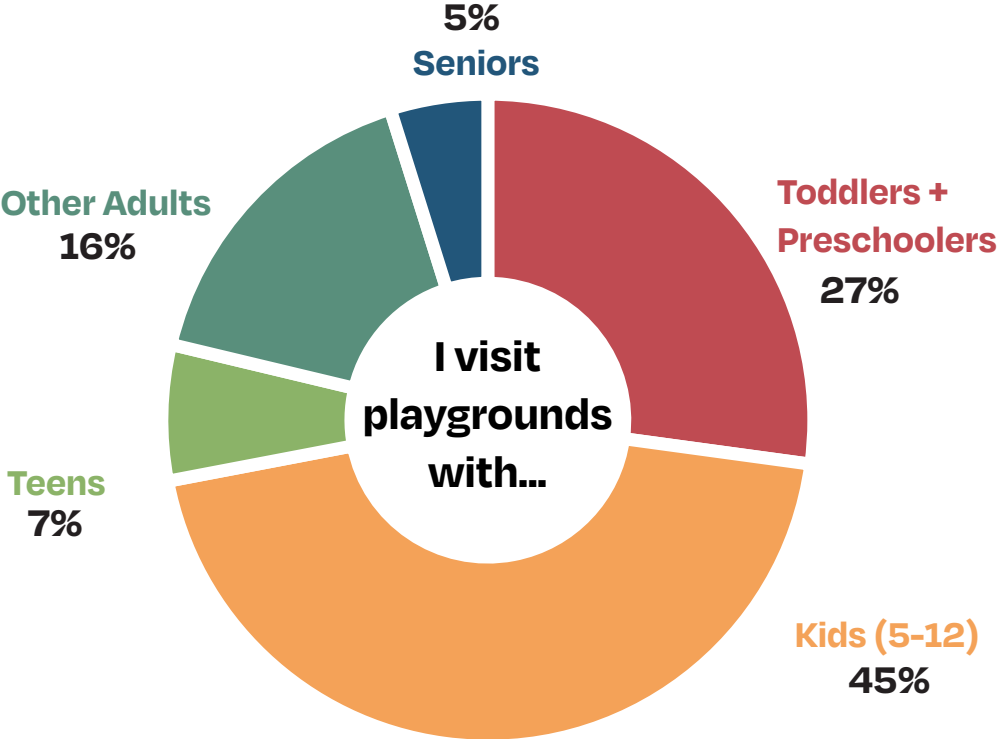
Total survey
responses

40+

Guests at our first
public workshop



We Heard...



A diverse range of ages and abilities are coming to Arlington Playgrounds!

About **5%** of youth who live near the park have a disability.

83% of childhood disabilities in Massachusetts are **neurological**.
(i.e. autism, dyslexia, ADHD, etc)

The remaining **17%** include children with a range of **physical disabilities**.

RFP Playground should be...

A welcoming and inclusive place for people of all ages, backgrounds, and abilities to play together



We Heard...

"Fun/challenging climbing for older kid, features that are different than other parks"

"Imaginative (train, car were great); physical (slides, climbing); quiet constructive (sand pit); adult work-out (monkey bars, bench dips); swings for all ages"

"Great physical play equipment."

"Swinging, slides, climbing structures, shaded benches/seating for eating"

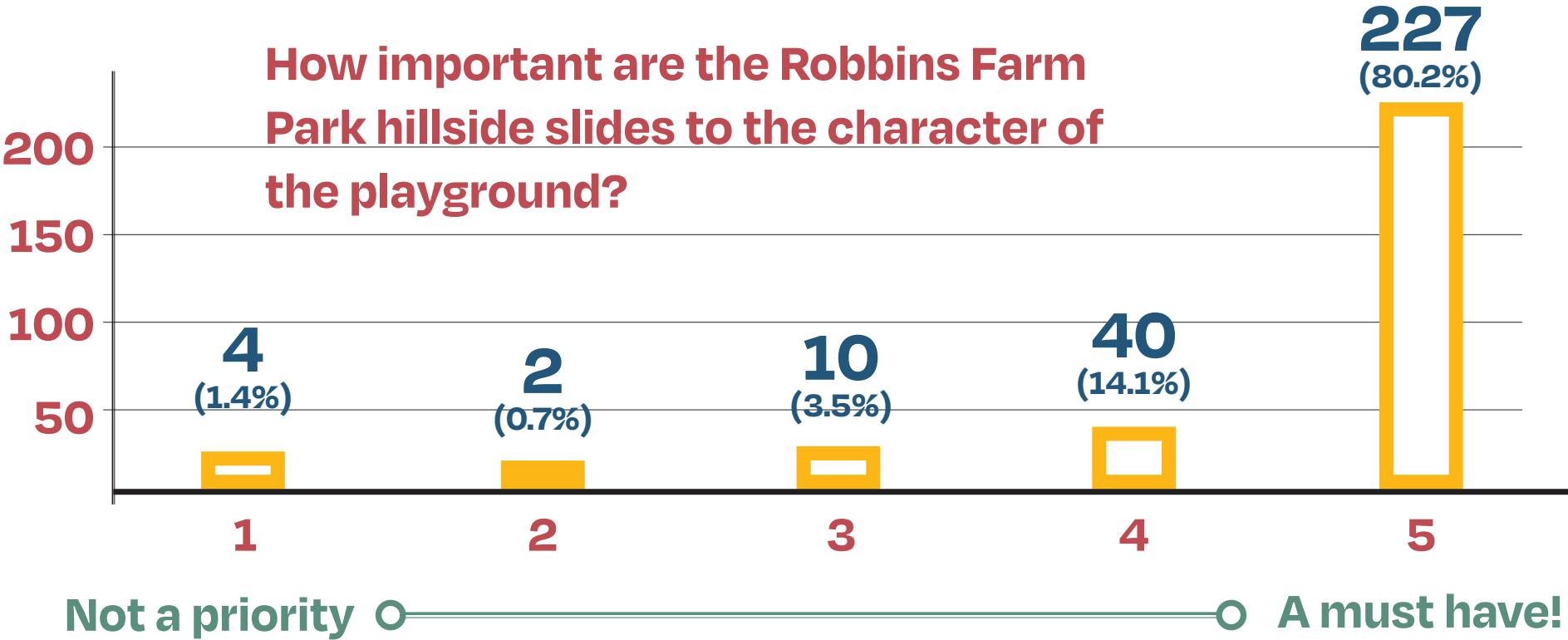
"Independent entertainment for kids with combo of challenge and delight."

Nearly 95% of respondents value the slide as a high priority for Robbins



RFP Playground should be...

A landscape that invites exploration and movement in a variety of exciting ways

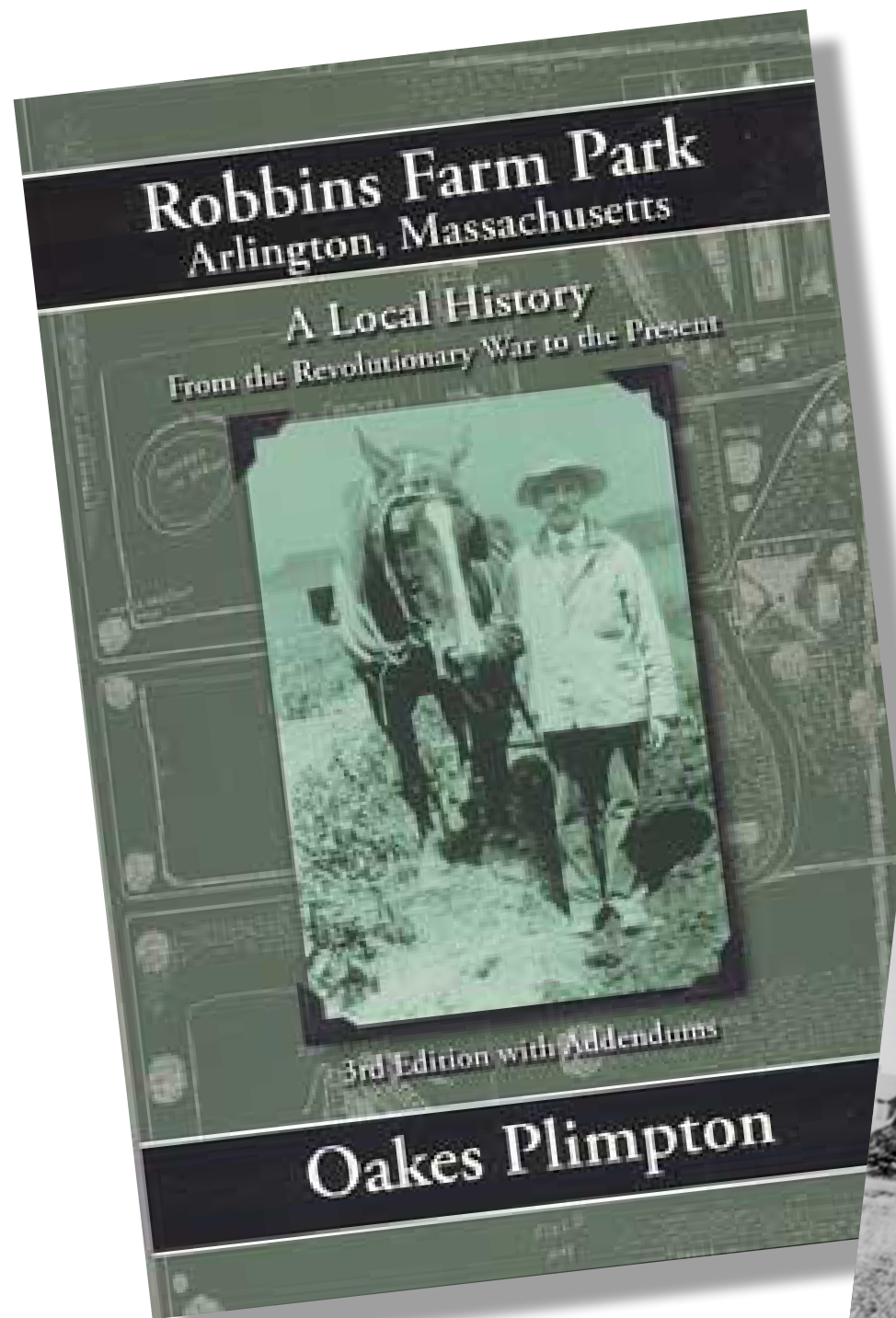


We Heard...

This is a special site
steeped in memories and
the heritage of Arlington

RFP Playground should be...

**Reflective of the
unique character,
culture, and
history of both
Arlington and
Robbins Farm**



A welcoming and inclusive place for people of all ages, backgrounds, and abilities to play together

PROJECT GOAL

To create an inclusive adventure playscape nestled into a beloved community park.

Reflective of the unique character, culture, and history of both Arlington and Robbins Farm

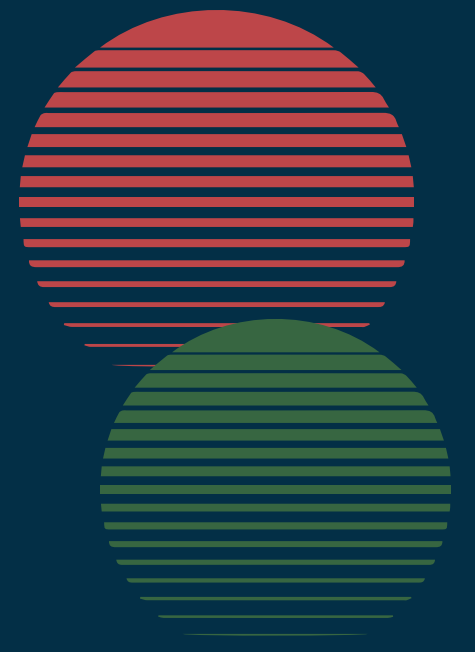
A landscape that invites exploration and movement in a variety of exciting ways

What does designing using
inclusive principles mean here?

PROJECT GOAL

**To create an inclusive adventure
playscape nestled into a beloved
community park.**

"Inclusive Design starts with accessible design and calls for a more creative and imaginative engagement... that will work seamlessly for the wildest possible group of potential users. The goal is to eliminate disabling environments in favor of enabling ones for everyone."*



Access & Inclusion Definitions

ADA Access means wheelchair users can physically get to parts of a playground (via sloped walks and ramps)

Inclusion means that wheelchair users can play together with able-bodied visitors (without transferring from their chair).



Danehey Park Universal Playground, Cambridge MA



Conceptual Ideas & Options

Conceptual Framework

VARIABLES

The concepts explore various approaches to key design variables

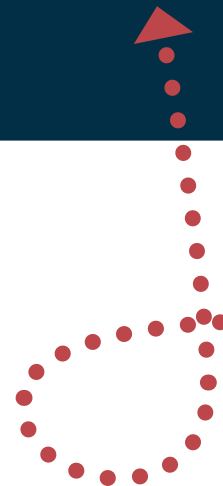
- Accessible Connections
- Playground Organization + Layout
- Theme + Character of the Play Experience

AND

CONSTANTS

All concepts can have a similar language of basic equipment + amenities

- Hillside Slides + Climbing
- Options for Swinging
- Sensory Elements (i.e. Music, Art)
- Seating + Picnic Tables
- Safety Surfacing
- Amenities for the neurodiverse community
- Plantings (Shade + Sensory)



Tonight we will ask lots of questions about what you prefer!



We will review these details together at the next meeting!

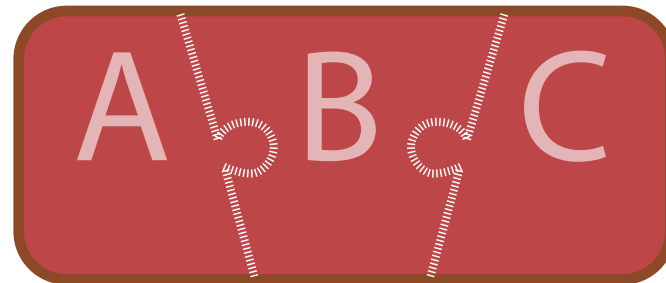
Our Discussion Tonight

We will show you three different approaches...

Each of which is made up of different ideas in key design categories...

We'll ask your thoughts on the most successful aspects of each approach that should be explored in one refined scheme.

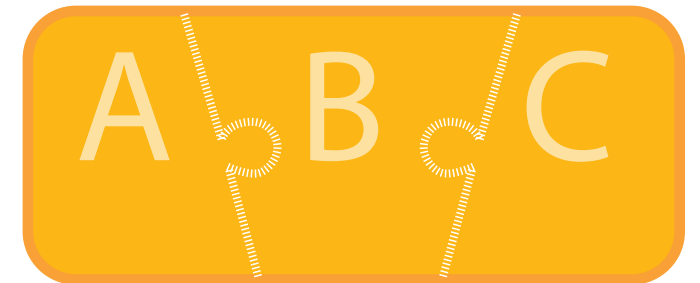
1



2



3



Conceptual Schemes

Scheme 1



Great Foundations for Farm Play

Scheme 2



Chutes, Ladders, and Veggies

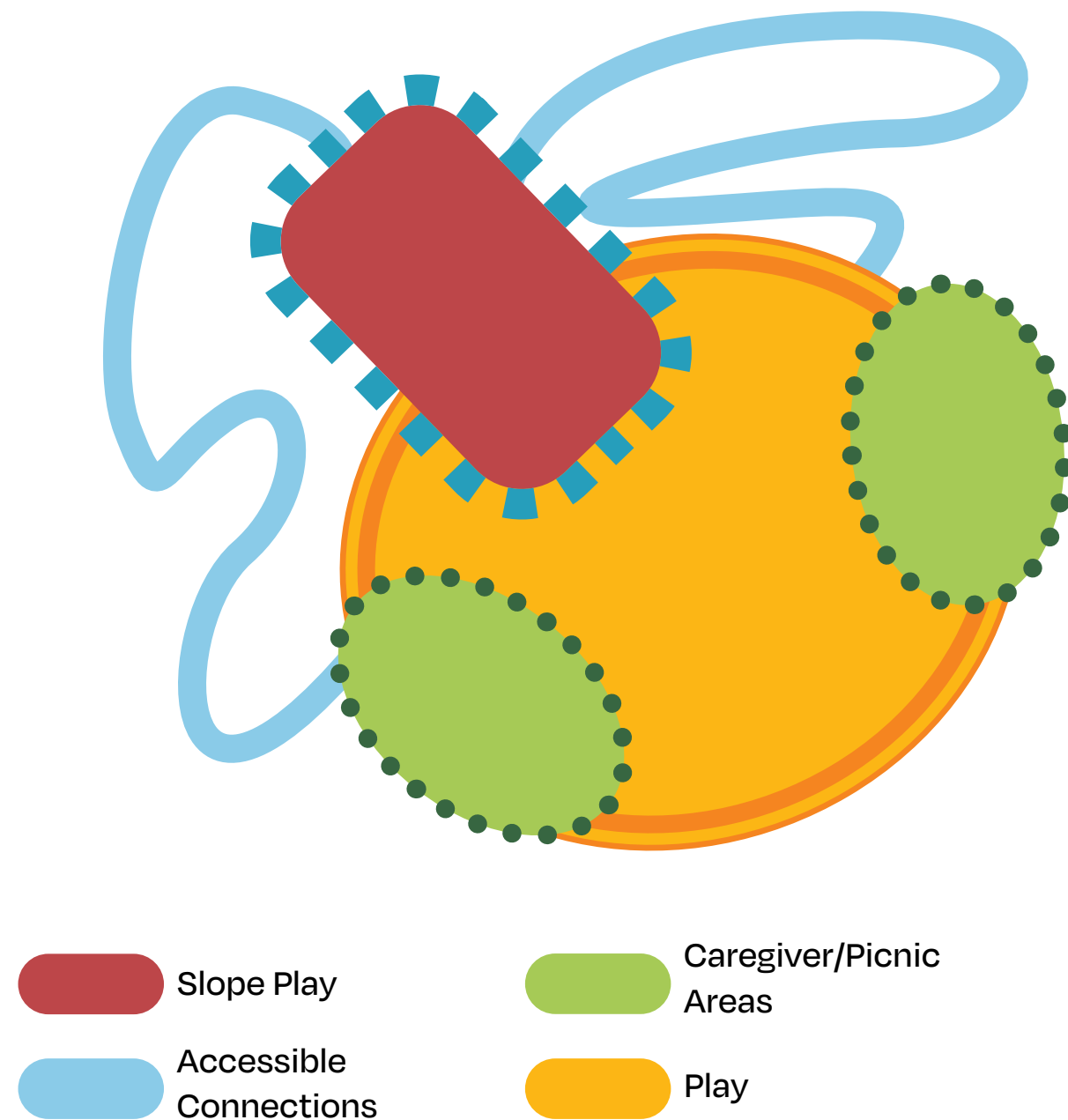
Scheme 3



Amplifying Skyline Park

Scheme 1

Great Foundations for Farm Play



Great Foundations for Farm Play

- **Maintain path at west end while adding ADA path to inclusive slides**
- **Slides are primary play feature along slope with equipment at play base**
- **Large play structure pays homage to site history**
- **Caregiver spaces near entrance and north of play base**



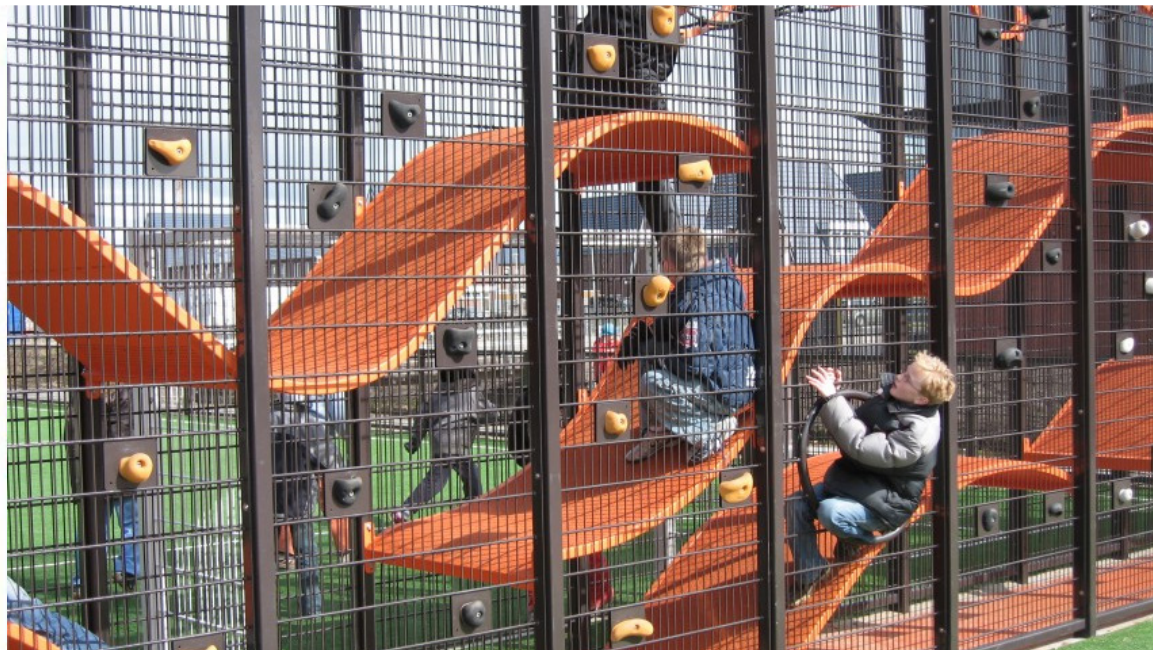
Scheme 1

Great Foundations for Farm Play



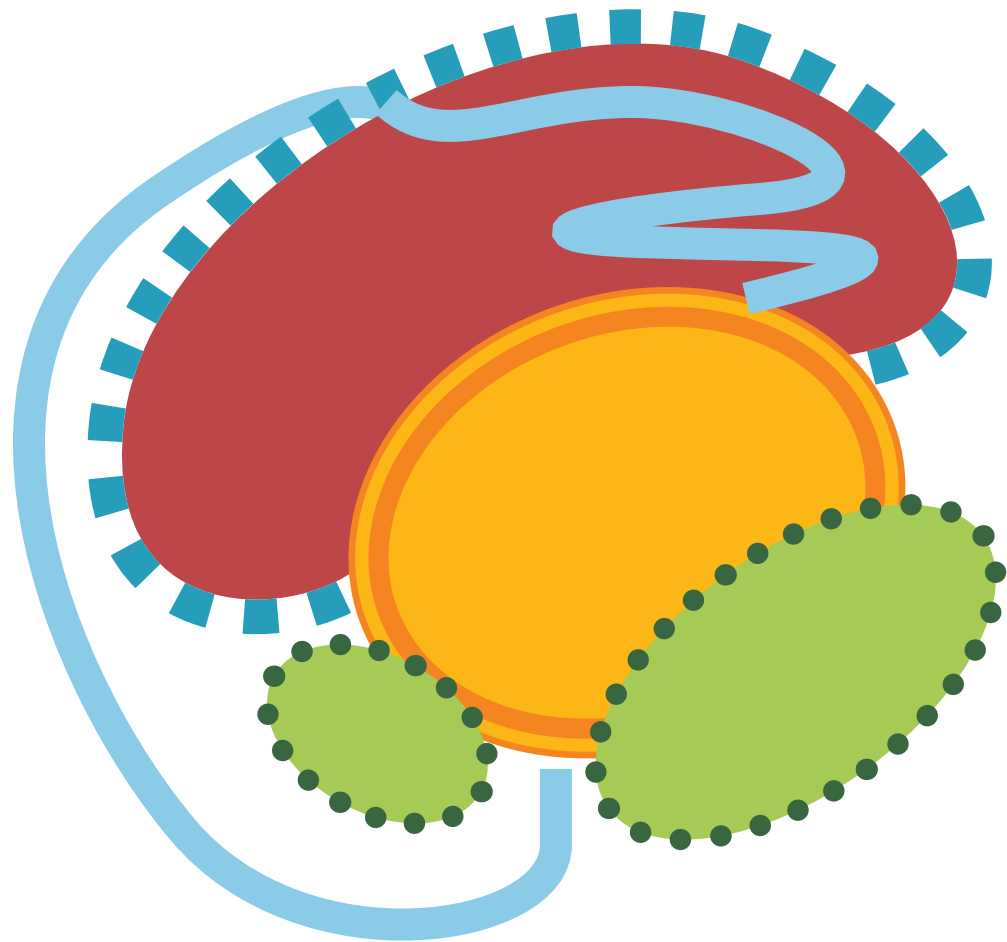
Scheme 1

Great Foundations for Farm Play



Scheme 2

Chutes, Ladders, and Veggies



Slope Play



Accessible
Connections



Caregiver/Picnic
Areas



Play



Chutes, Ladders, and Veggies



- **Fully ADA-accessible path along slope moves playground away from Eastern Ave.**
- **Variety play “circuits” capitalize on adventure play and makes circulation part of play experience**
- **Farming/Community garden theme**
- **Consolidated seating at play base looking up towards slope**

Scheme 2

Chutes, Ladders, and Veggies



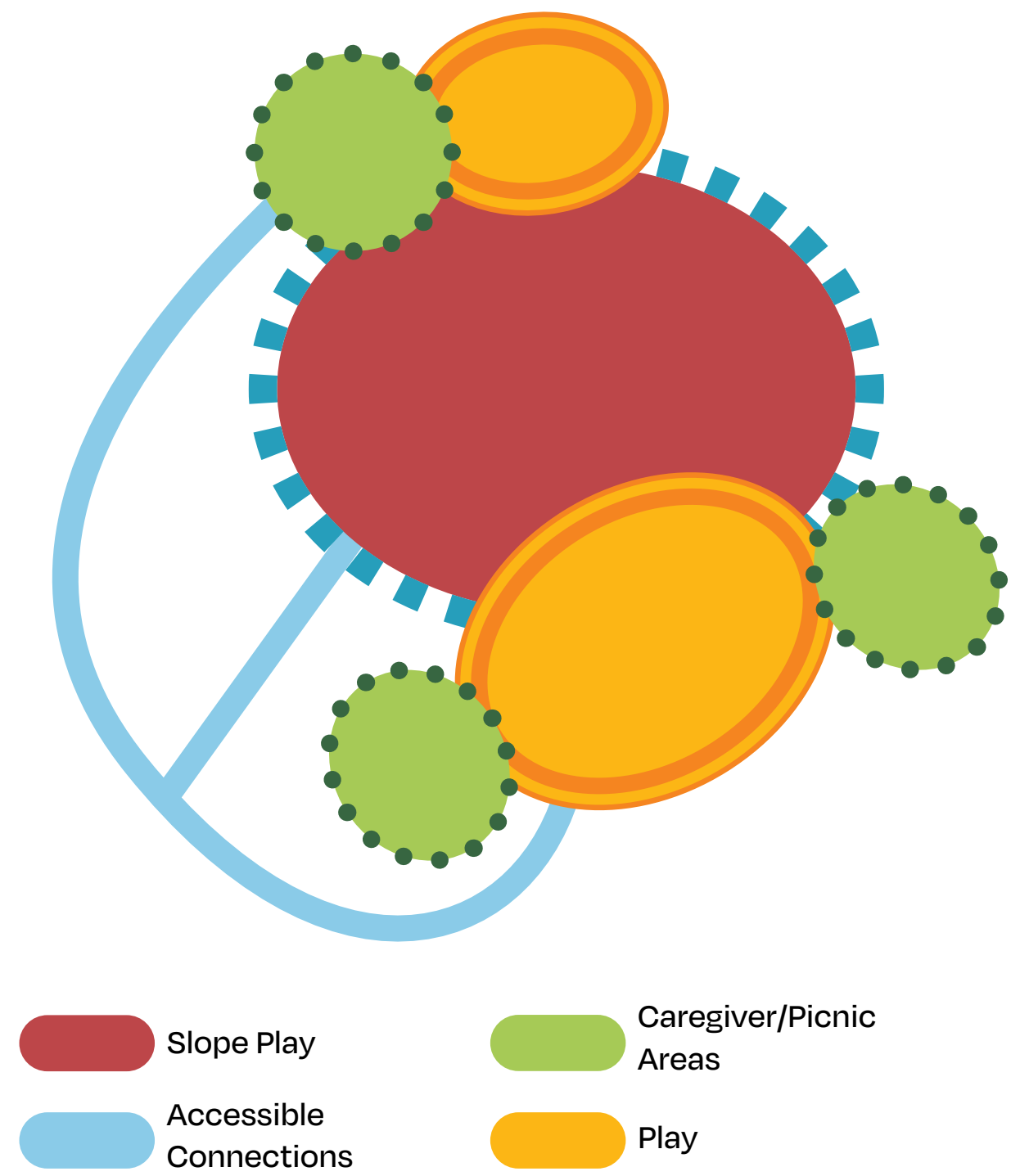
Scheme 2

Chutes, Ladders, and Veggies



Scheme 3

Amplifying Skyline Park



Scheme 3

Amplifying Skyline Park



Key Features

- **Primarily uses existing circulation and adds secondary path to small slides**
- **Play towers/equipment emphasize iconic views**
- **Skyline playground theme**
- **Multiple options for gathering at edges of play base and top of hill**



Scheme 3

Amplifying Skyline Park



Scheme 3

Amplifying Skyline Park



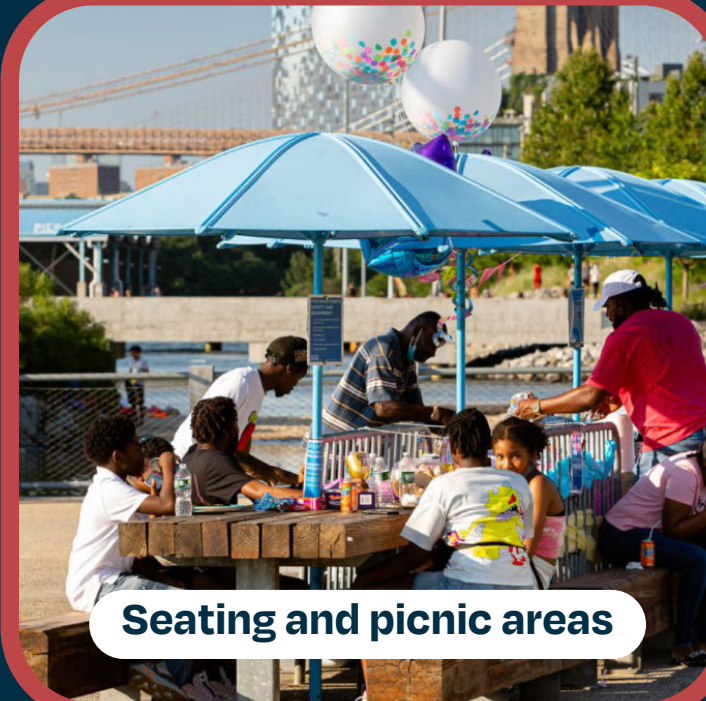
Constants



**A diversity of
hill slides for all**



**Climbing opportunities
on the slope**



Seating and picnic areas



Safety surfacing



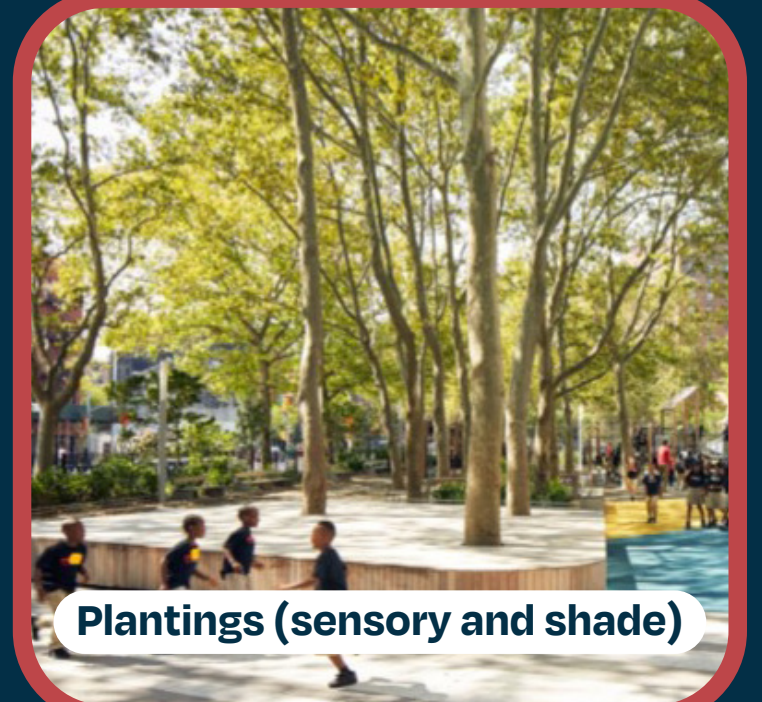
Options for Swinging



**Sensory elements
(music, textures, art)**



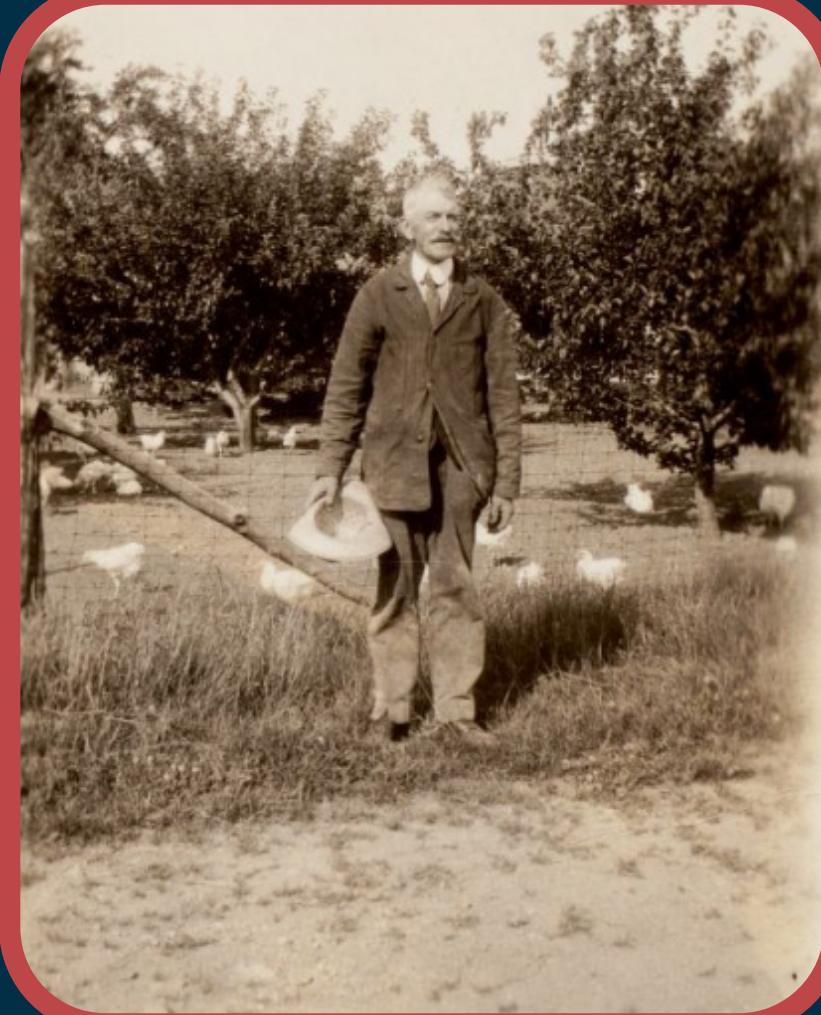
Amenities for the neurodiverse



Plantings (sensory and shade)

Variables Across Schemes

Scheme 1



**Great Foundations
for Farm Play**

Scheme 2



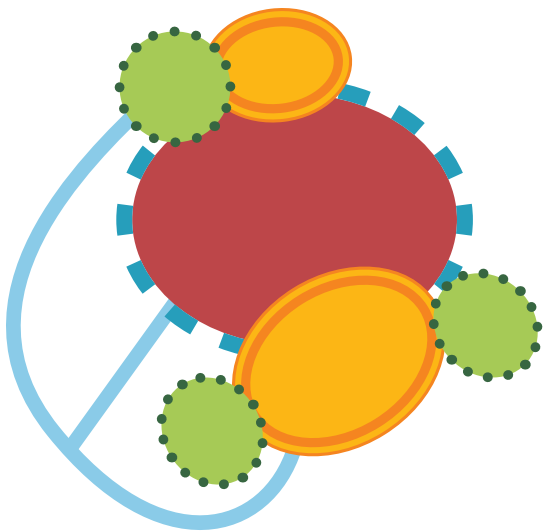
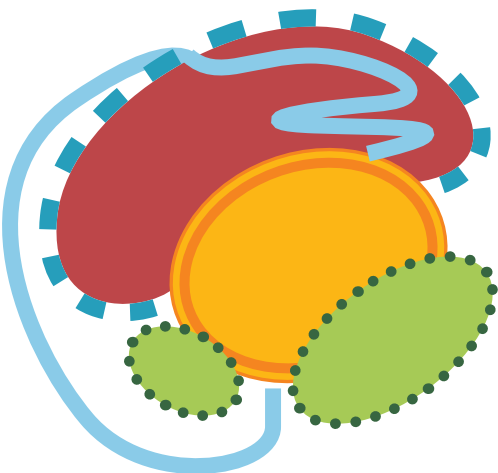
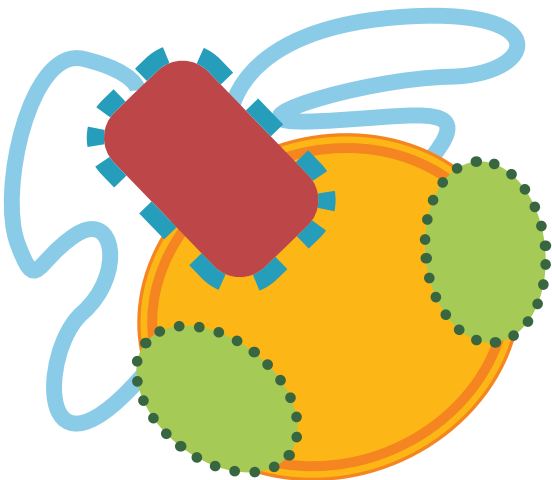
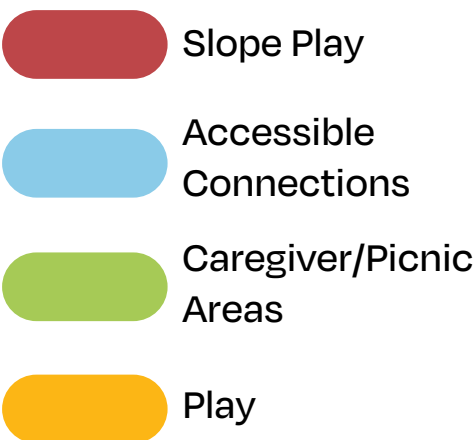
**Chutes, Ladders,
and Veggies**

Scheme 3



**Amplifying
Skyline Park**

Variables Across Schemes



Scheme 1

Scheme 2

Scheme 3

Accessible Connections

New <5% path halfway up. Improve steps from main entry

New <5% path to top along hillside slope

New connection from entry to half slope. Improve entry steps

Character

Iconic farm-based climbing/play structure at play base

Vegetable garden-themed climbing structures throughout the slope

Skyline-/Architecture-inspired play towers along the slope

Caregiver/Picnic Spaces & the Slope

Retain overall organization of caregiver/picnic areas at both sides of play base; play is focused at play base with hill slide as main slope element

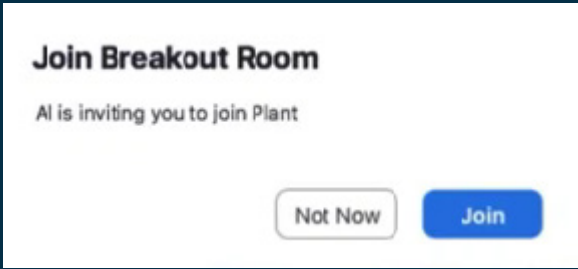
Consolidate caregiver spaces at bottom of play base with great sightlines to slope play; focus play along the slope to think of the slope as a unique play experience

Cluster smaller caregiver areas at either side of the play base and at the hilltop; bring play to the top of the slope and cascade down to the play base

*What are your
thoughts?*

**Let us know in your breakout
rooms! (10 mins. per topic area)**





Breakout Rooms

You all will receive a prompt to join a breakout room to talk about each of the schemes.



Raise Hand

Click here if you would like to ask your question aloud

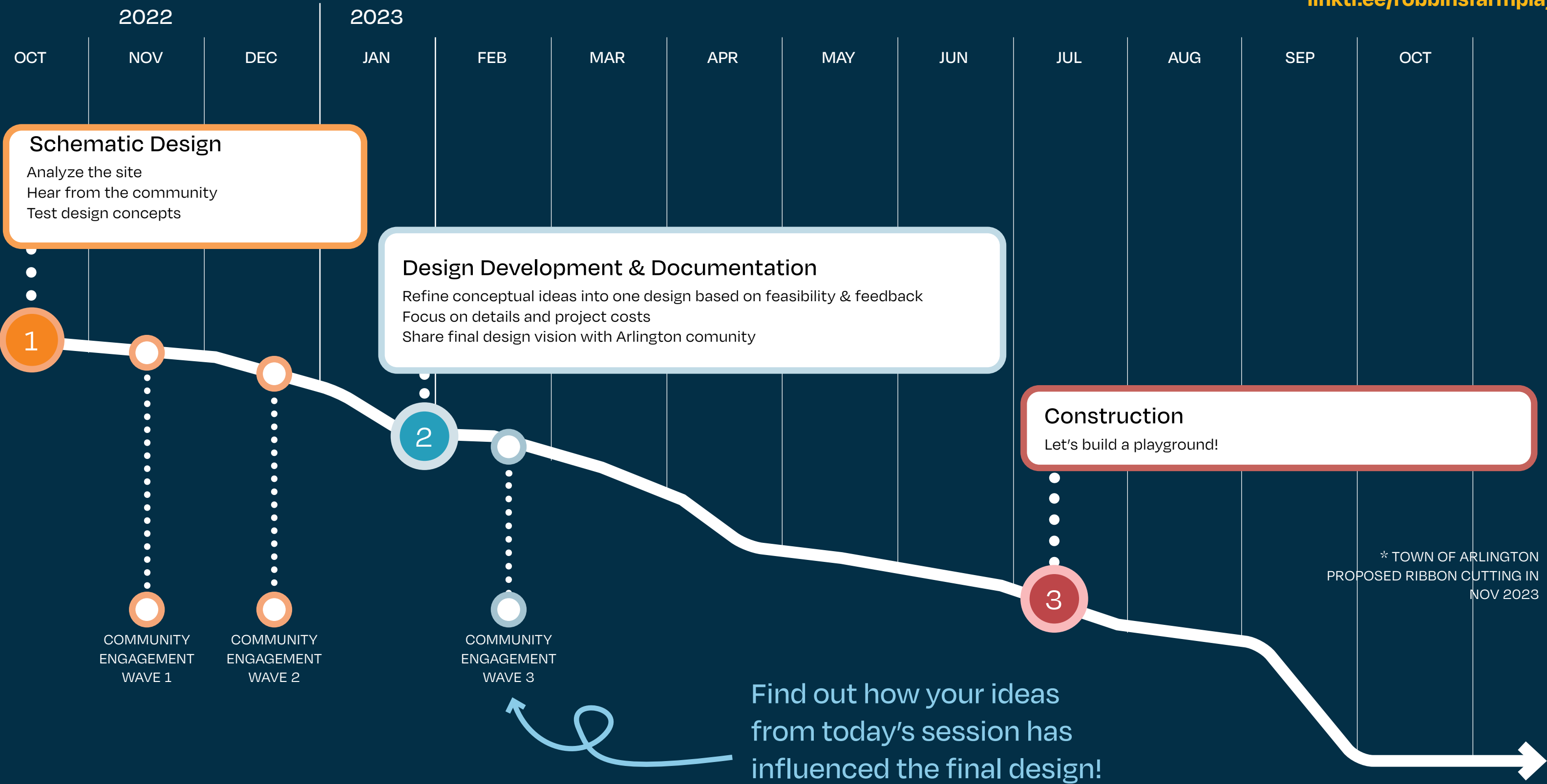


Next Steps

A Recap of our Schedule



Scan to stay informed!
linktr.ee/robbinsfarmplay





Thank you!